

CAULDRON OF WAR

Cauldron of War is an expansion for Warhammer 40,000, enabling you and your friends to play spectacular battles involving more than two players. Using these rules, you will be able to play the following types of games;

- Team games for 4 or 6 players: 2 vs 2 or 3 vs 3
- Free-for-all games for 3 or 4 players

Team games are a great way to play 40k, allowing powerful alliances as up to six armies clash simultaneously. You'll work together with your teammates to triumph over your rivals, combining your strengths and covering for each other's weaknesses.

You'll win together or not at all!

Free-for-all games are chaotic affairs, where alliances are temporary and promises broken, as only one player can win. To help you in your machinations, free-for-all games feature additional core Stratagems you can use to make deals, barter favors, make alliances and indulge in a bit of light-hearted treachery.

The rules in this article feature two icons showing you which rules updates are required for team games and which ones are needed for free-to-all games. The only question now is: which do you play first?


-  Team game
-  Free-for-all

CORE RULES CHANGES

Some of the Core Rules work differently when you have more than two players. Where that is the case, the rule is reproduced with the relevant changes here. If a rule doesn't appear here, it works the same way in a game with more than two players.

CORE CONCEPTS


NEW TERMS

 Some of the rules for free-for-all games refer to the active player. This simply means the player whose turn it is.

Some of the rules for free-for-all games refer to turn order. Turn order means the order in which players take their turns. Turn order is also used to determine the order in which players can use certain rules, as described in this section.

UNITS (PG 5)

Models and units from your opponents' armies are referred to as enemy models and units. Models from your teammates' armies are neither friendly models nor enemy models and units from your teammates' armies are neither friendly units nor enemy units.

 **Designer's Note:** *This means your army's rules will not affect your allies' armies in a team game (except for those rules that affect 'models' and 'units' rather than 'friendly/enemy models' and 'friendly/enemy units'). It also means your models cannot move 'through' your allies' models.*

ROLL-OFFS (PG 9)

Some rules instruct players to roll off. In a team game, one player from each team rolls off on behalf of their team. In a free-for-all, each player rolls on D6, and whoever scores the highest roll

wins the roll off. If there is a tie, the tied players roll off again, and so on until one player wins the roll-off. Players are not allowed to re-roll or modify any of the D6 when making a roll-off.

SEQUENCING (PG 9)

🧠🧠 In a team game, if two or more rules are to be resolved at the same time, the team whose turn it is chooses the order.

THE BATTLE ROUND (PG 10)

In each battle round, each team (in a team game) or each player (in a free-for-all) has a turn. The player with the first turn may vary in a free-for-all; the mission you are playing will tell you if this is the case. When a rule refers to an opponent's step, phase or turn:

- 🧠🧠 In a team game, that rule refers to the opposing team's step, phase or turn.
- 🧠 In a free-for-all, unless these rules state otherwise, that rule refers to each opponent's step, phase or turn.

Once a team or player's turn has ended, the next team or player then starts their turn. Once each team or player has completed a turn, the battle round has been completed and the next one begins, and so on, until the battle ends.

🧠🧠 In a team game, the players on a team share a turn. Each player on that team resolves the same phase before any player begins to resolve the next phase. Where a phase has more than one step, like the Command phase, each player on a team resolves the same step before moving on to the next.

🧠🧠 **Designer's Note:** *To help play a team game in a reasonable amount of time, we recommend that players on a team don't take it in turns to resolve each unit's actions in a phase. You're likely to be able to resolve most of a phase without stepping on each other's toes, and when the order of the unit's actions does matter, a quick discussion will usually suffice to work out who does what first.*

UNDERDOG

🧠 In a free-for-all, from the second battle round onwards, at the start of the battle round, the player who has the lowest number of VP gains 1CP. This does not count towards the maximum 1CP a player can gain in a battle round. If two or more players are tied for the lowest number of VP, each of those players gains 1CP.

COMMAND PHASE

COMMAND (PG 11)

At the start of your or your team's Command phase, before doing anything else, each player gains 1CP.

🧠 **Designer's Note:** *In a free-for-all, this means players will have more CP than in a two-player game of Warhammer 40,000.*

MOVEMENT PHASE

DESPERATE ESCAPE TESTS (PG 14)

When making a Fall Back move, models can move over models that are not friendly as if those models were not there, but you must take a Desperate Escape test for each model that will do so (excluding models that are **TITANIC** or can **FLY**) before any models in that unit are moved.

In addition, if a unit is Battle-shocked when it is selected to Fall Back, you must take a Desperate Escape test for every model in that unit before any are moved.

🧠🧠 **Designer's Note:** *This just changes the rules so that your teammates' models don't 'trap' you in combat when playing a team game.*

SHOOTING PHASE

LOCKED IN COMBAT (PG 20)

☠ ☠ In a team game, while an enemy unit is within Engagement Range of one or more units from your or your team's armies, you cannot select that enemy unit as a target of ranged weapons.

☠ In a free-for-all, each time a model from your army targets an enemy unit with a ranged attack, if that enemy unit is within Engagement Range of one or more other enemy units that are controlled by a different opposing player, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

BIG GUNS NEVER TIRE (PG 20)

MONSTER and **VEHICLE** units are eligible to shoot in their controlling player's Shooting phase even while they are within Engagement Range of one or more enemy units. Ranged weapons equipped by **MONSTER** and **VEHICLE** units can target one or more of the enemy units they are within Engagement Range of, even if other units are also within Engagement Range of the same enemy unit.

You can select an enemy **MONSTER** or **VEHICLE** unit within Engagement Range of one or more units as a target of ranged weapons. Each time a model from your army makes a ranged attack against such a target, unless that attack is made with a Pistol, subtract 1 from the attack's Hit roll.

Designer's Note: *These rules mean that you can't endanger your allies' armies in the Shooting phase, in the same way as if they were friendly units, with the usual exceptions for Big Guns Never Tire.*

WEAPONS ABILITIES

PISTOL (PG 25)

If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it

is within Engagement Range of one or more enemy units. When a unit that contains any models equipped with Pistols and that is within Engagement Range of one or more enemy units shoots, models in that unit equipped with Pistols can target an enemy unit with their Pistols even if other units are within Engagement Range of the same enemy unit.

Designer's Note: *This means your units can use their Pistols even if your allies' units are also within Engagement Range of your target.*

FIGHT PHASE (PG 32)

☠ ☠ In a team game, teams alternate selecting an eligible unit from their armies, one at a time, starting with the team whose turn is not taking place, and fighting with them.

Designer's Note: *This means that one unit from one team will fight, then one unit from the other team, and so on.*

☠ In a free-for-all, players take it in turns to select an eligible unit from their army, one at a time, and fight with them, in turn order, starting with the player whose turn is next.

☠ In a free-for-all, in both steps of the Fight phase, a unit is eligible to fight if any of the following apply:

- It is part of the active player's army, and it is within Engagement Range of one or more enemy units.
- It is within Engagement Range of one or more enemy units that are part of the active player's army.
- It made a Charge move this turn.

In each step, if all of one or more players eligible units that can fight during that step have fought, the other players continue to fight with all of their remaining eligible units that can fight during that step, one at a time.

TREACHEROUS OFFENSIVE

☠ In a free-for-all, players cannot use the Counter-offensive Stratagem. Instead, after the first unit has fought in the Fight phase, in turn order, starting with the player whose turn is next, each player declares whether or not they will use the Treacherous Offensive Stratagem (see opposite and on the cards in this issue's card insert). If a player declares they will use the Treacherous Offensive Stratagem, they do so and then the Fight phase continues. Otherwise, once all players have declared that they will not use the Stratagem, the Fight phase continues.

FIGHT

MAKE MELEE ATTACKS (PG 33)

WHICH MODELS FIGHT

☠ In free-for-all, when a unit from the active player's army makes its melee attacks, only models in that unit that are either within Engagement Range of an enemy unit, or in base-to-base contact with another model from their own unit that is itself in base-to-base contact with an enemy unit, can fight.

☠ In a free-for-all, when a unit from another player's army makes its melee attacks, only models in that unit that are either within Engagement Range of an enemy unit from the active player's army, or in base-to-base contact with another model from their own unit that is itself in base-to-base contact with an enemy unit from the active player's army, can fight.

SELECT TARGETS (PG 34)

☠ In a free-for-all, before you resolve any melee attacks, you must first select the enemy unit that will be the targets for all of those attacks. As the active player, in order to select an enemy unit as the target of a melee attack, the attacking model must be either within Engagement Range of that enemy unit, or in base-to-base contact with another model in its own unit that is itself in base-to-base contact with that enemy unit.

As a player other than the active player, to select an enemy unit as the target of a melee attack, that enemy unit must be part of the active player's army. In addition, the attacking model must be either within Engagement Range of that enemy unit, or in base-to-base contact with another model in its own unit that is itself in base-to-base contact with that enemy unit.

DEPLOYMENT ABILITIES

SCOUTS (PG 39)

☠☠ In a team game, if both teams have units with the Scouts ability, the team that is taking the first turn moves their units first.

☠ In a free-for-all, if more than one player has units with the Scouts ability, the player who is taking the first turn moves their units first, then the next player in the turn order moves their units, and so on until each player has moved their units.

FREE-FOR-ALL STRATAGEMS

RAPID INGRESS (PG 42)

☠ In a free-for-all, at the end of the active player's Movement phase, in turn order, starting with the player whose turn is next, each other player declares whether or not they will use the Rapid Ingress Stratagem. If a player declares they will use the Rapid Ingress Stratagem, they do so before the next player declares their intention.

FIRE OVERWATCH (PG 42)

☠ In a free-for-all, players cannot use the Fire Overwatch Stratagem. Instead, these battles use two new Stratagems: Treacherous Volley and Desperate Volley.

TREACHEROUS VOLLEY

At the end of the active player's Movement phase, and after any units are set up using the Rapid Ingress Stratagem, in turn order, starting with the player whose turn is next, each player declares

whether or not they will use the Treacherous Volley Stratagem (see below and on the card insert). If a player declares they will use the Treacherous Volley Stratagem, they do so before the next player declares their intention. Once all players have declared whether or not they will use the Treacherous Volley Stratagem, and have resolved their attacks if relevant, the Shooting phase begins.

AIRCRAFT

AIRCRAFT AND THE MOVEMENT OF OTHER MODELS (PG 54)

Whenever a model makes any kind of move, it can be moved over **AIRCRAFT** models as if they were not there, and can be moved within Engagement Range of enemy **AIRCRAFT** models, but it cannot end that move on top of another model or within Engagement Range of any enemy **AIRCRAFT** models

ADDITIONAL MISSION RULES

The following rules modify the rules for missions found on pages 57-58 of the Core rules.

3. CREATE THE BATTLEFIELD

💀 For each of the missions in this section, players will use the deployment map that corresponds to the type of battle, and, in the case of free-for-all games, the number of players in the battle. The mission maps themselves are only used for the purpose of determining the location of objective markers. For three or four players, we recommend a battlefield of at least 60 x 44 inches, but in a six-player game you will find it easier to fit armies onto the battlefield with room to manoeuvre if your battlefield is 60 x 88 inches or more.

BATTLEFIELD EDGES

💀💀 / 💀 In a team game, the players on a team all share the same battlefield edge. In a free-for-all, any part of the battlefield edge that is within a player's deployment zone is considered to be that player's battlefield edge.

4. DETERMINE ATTACKER AND DEFENDER

💀💀 In a team game, each team is treated as a single player for the purposes of determining an Attacker and a Defender - one team will be the Attackers, and one team will be the Defenders.

💀 In a free-for-all, there is no Attacker or Defender. Instead, unless a rule specifically states otherwise, in step 4 of the Mission Sequence, the players roll off. The winner selects their deployment zone. The remaining players repeat this process, and so on until the last player selects their deployment zone.

6. DEPLOY ARMIES

💀💀 In step 6 of the Mission Sequence, in a team game, teams alternate selecting an eligible unit from their armies, one at a time, starting with the Defenders, and setting them up. Models must be set up wholly within their team's deployment zone. Continue setting up units until both teams have set up all the units from their armies, or you have run out of room to set up more units. If one team has finished setting up their armies, their opponents continue to set up the remaining units from their armies.

If both teams have units with abilities that allow them to be set up after both teams have deployed their armies, the teams must roll off after all other units have been set up and alternate setting up those units, starting with the winner.

💀 In a free-for-all, in step 6 of the Mission Sequence, players take it in turns to select and set up an eligible unit from their army, one at a time, starting with the player who chose a deployment zone first, and proceeding clockwise from there. Models must be set up wholly within their controlling player's deployment zone. Continue setting up units until each player has set up all units from their army, or you have run out of room to set up more units. If one player has finished setting up their army, their opponents continue to set up the remaining units from their armies.

If more than one player has units with abilities that allow them to be set up after players have deployed their armies, those players must roll off after all other units have been set up and alternate, setting up those units, starting with the winner, and proceeding clockwise from there.

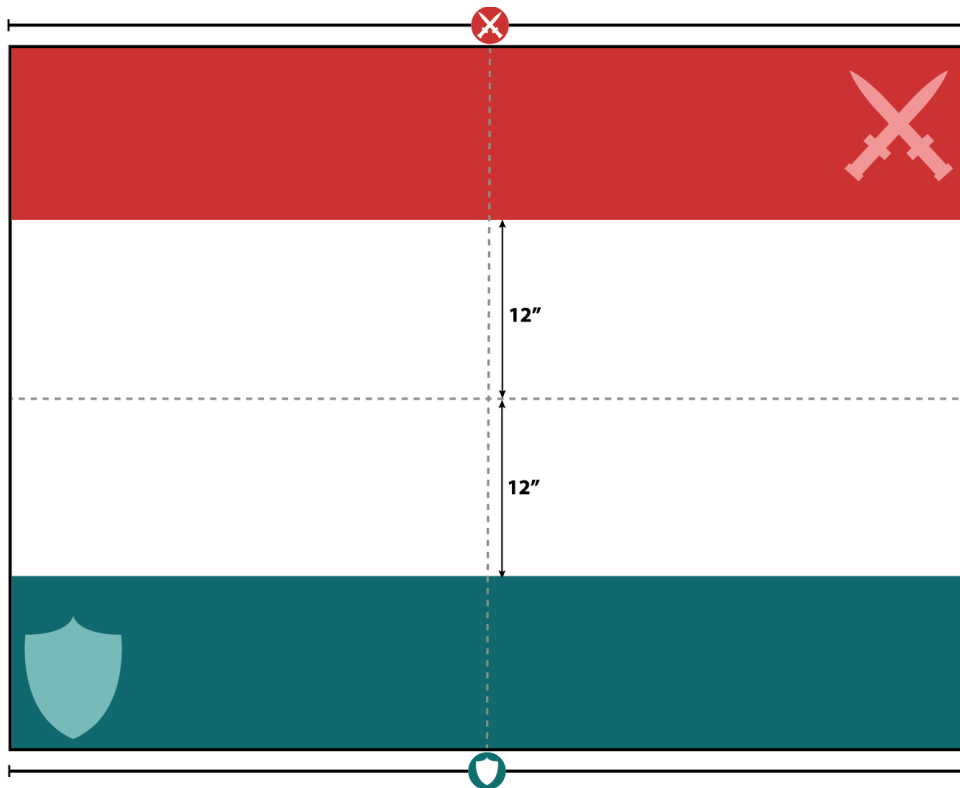
7. DETERMINE FIRST TURN

💀 In a free-for-all, in step 7 of the Mission Sequence, determine the turn order. Unless a mission specifically states otherwise, do this by rolling off. The winner has the first turn, and play proceeds clockwise from the player (so the player to their left takes the next turn, and so on). This order is referred to as the turn order. When rules tell the players to alternate, in a free-for-all, unless specifically stated otherwise, follow the turn order instead.

DEPLOYMENT ZONES

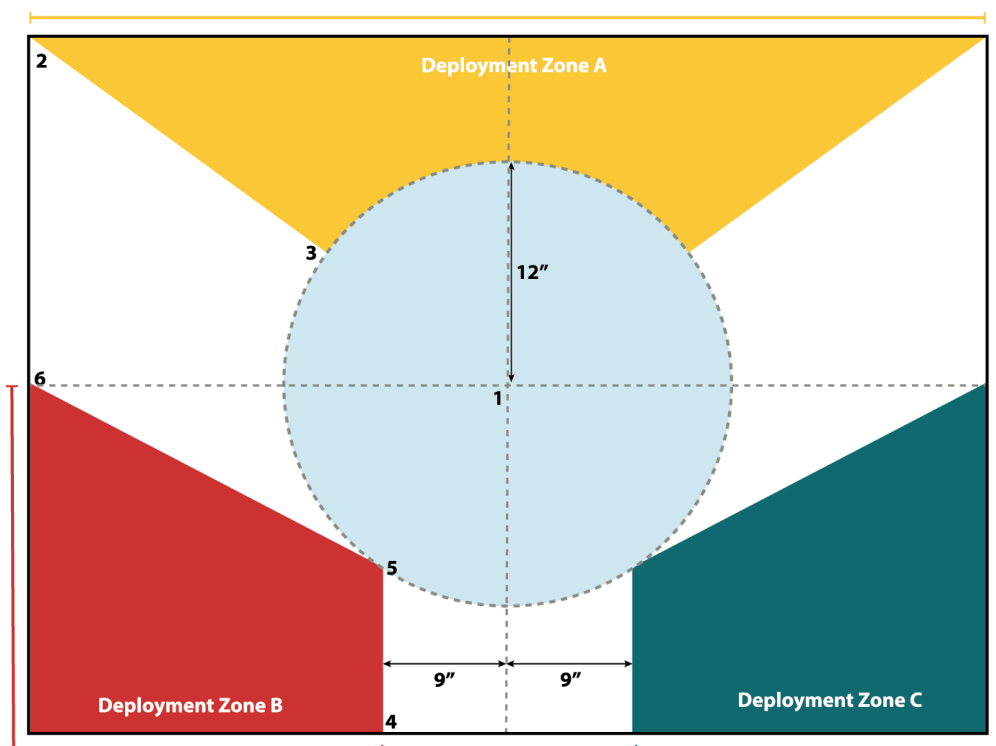
TEAM DEPLOYMENT

FOUR OR SIX PLAYERS: 2 vs 2 or 3 vs 3 🏴🏴



FREE-FOR-ALL DEPLOYMENT

THREE PLAYERS



DESIGNER'S NOTES:

To mark out these deployment zones, first find the centre of the battlefield and mark out the circle (1). Then mark out lines from the corners of one of the long edges to the diagonally opposite corners (2), stopping when they reach the circle (3). You've not marked out Deployment Zone A. Then measure 9" from the centre line to find the edge of one deployment zone (4). Mark out that zone from the edge of the battlefield until it meets the circle (5). Then mark out a straight line from that point to the centre of the short edge of the battlefield (6). You've not marked out Deployment Zone B. do this for Deployment Zone C as well.

FOUR PLAYERS 🏴‍☠️



VOX DOMINUS

This battlefield plays host to an array of strategic transmission beacons, be they ancient technological marvels, strange alien devices or something altogether more sorcerous. The nature of these beacons means they cannot operate alone - they must be amplified by simultaneous control of their twinned nodes. By seizing control of these paired beacons, the warring armies can call in overwhelming forces to seize total victory.

9. MISSION RULES

There are no Mission Rules for this mission.

10. MISSION OBJECTIVES

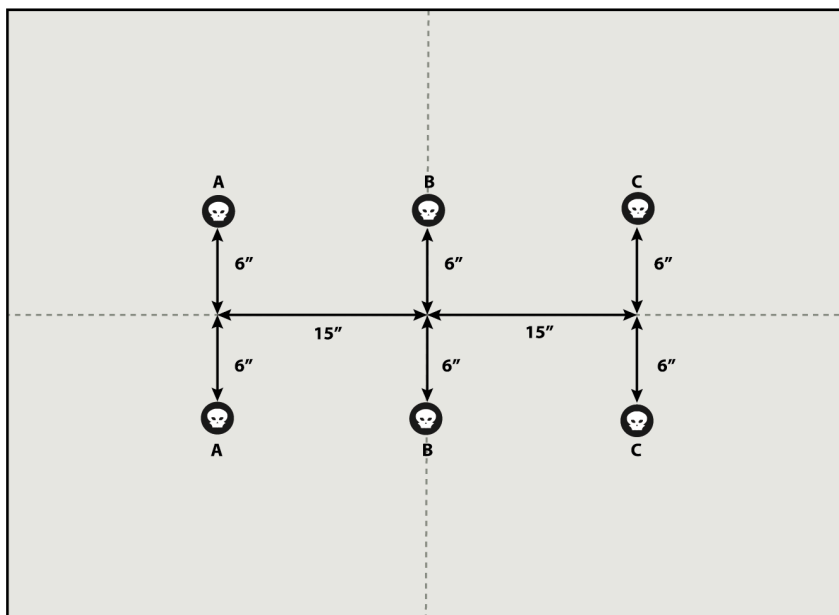
BELLICOSE BROADCAST

Progressive Objective

This mission features three pairs of objective markers: a pair marked 'A', a pair marked 'B', and a pair marked 'C'.

At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores 5VP for each Objective Marker they control (up to 10VP per turn).

At the end of the Command phase (Or at the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores an additional 5VP for each pair of objectives they control (up to 10VP per turn).



SACRED ALIGNMENTS

Sources of supernatural power blaze across this battlefield, each a potential resource for those with the fortitude and cunning to exploit them. For now the spirits of these empyric fonts remain hostile, but with the proper rites and offerings they can be brought into their sacred alignments and channeled to fuel fresh conquests.

9. MISSION RULES

Out of alignment: All objective marks start the battle out of alignment. At the start of the Fight phase, roll one D6 for each unit that is within range of one or more out-of-alignment objective markers: on a 2+ that unit suffers D3 mortal wounds.

Rites and Offerings (Action)

Starts: Your Shooting phase.

Units: One unit from your army (or from your team's armies, in a team game) that is within range of an objective marker that is out of alignment.

Complete: End of your turn.

If Completed: That objective marker is now in alignment, rather than out of alignment.

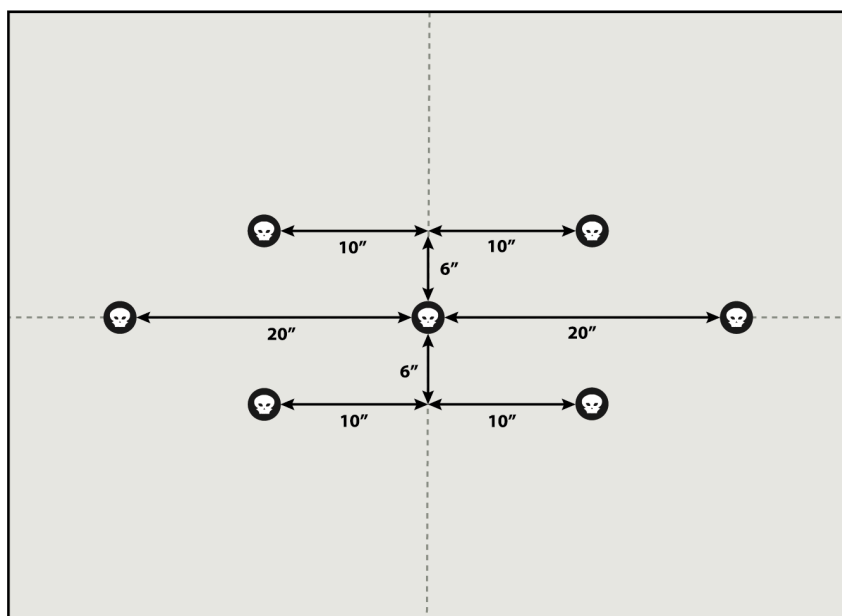
10. MISSION OBJECTIVES

CRITICAL OFFERING

Progressive Objective

At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores 5VP for each objective marker that is in alignment that they control.

At the end of the battle round, each player (or team, in a team game) scores 5VP if a unit from their army (or from the team's armies, in a team game) completed the Rites and Offerings Action in that battle round.



ALTARS OF RUIN

This is a strange and sacred place, a site where ancient relics of great and arcane power are displayed upon crumbling altars. Perhaps your hosts seek to topple these pedestals and smash the timeless treasures they bear as works of heresy. Maybe you have instead come to seize these time-lost riches, either to use them yourself or simply to deny them to the enemy. Either way, the race is on to raise or pillage all before you.

9. MISSION RULES

Zealous Fervour: While a unit is performing the Raise or Pillage Action, models in that unit have the Feel No Pain 5+ ability. If such models already have the FEel No Pain 5+ ability, those models have the Feel No Pain 4+ ability instead.

Raise or Pillage (Action)

Starts: Your Shooting phase.

Units: One unit from your army (or from your team;s armies, in a team game) that is within range of one objective marker you (or your team, in a team game) control.

Completes: End of your next Command phase.

If Completed: That objective marker is removed from the battlefield.

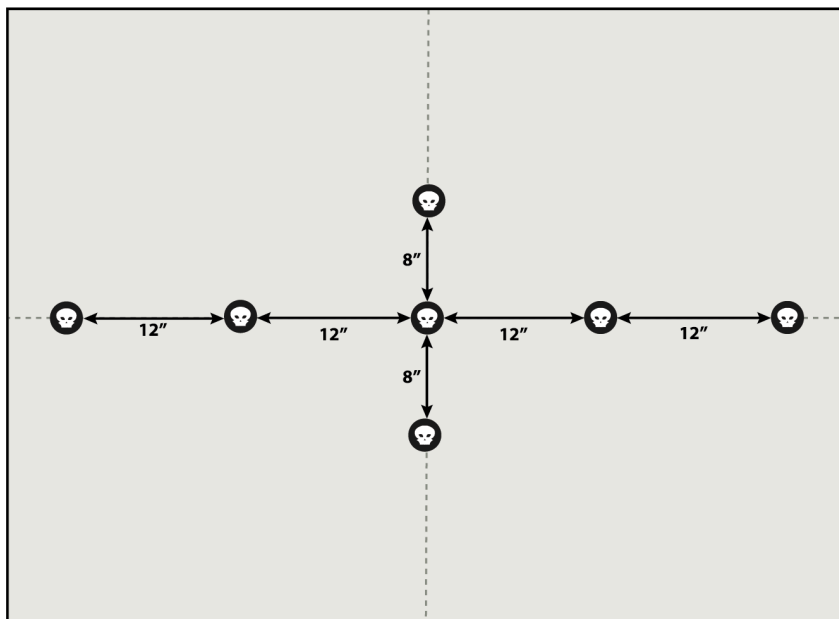
10. MISSION OBJECTIVES

RUINOUS OUTCOME

Progressive Objective

At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

From the second battle round onwards, at the end of the battle round, each player (or each team, in a team game) scores 10VP if a unit from their army (or from their teams armies, in a team game) completed the Raise or Pillage Action in that battle round.



NO PRICE TOO HIGH

Ritual circles whose energies can close a warp rift or tear it wide open; tech-shrines with the power to reveal an unrivalled cache of archeotech; whatever the nature of the prize on this battlefield, it is worth the blood of countless armies to claim. High command, it seems, are more than happy to pay that price.

9. MISSION RULES

Meat Grinder: Each time a unit (excluding Character units) is destroyed, roll a D6: on a 4+, that unit is not destroyed, and is instead placed into Strategic Reserves at its Starting Strength.

Incessant Bombardment: At the end of the battle round, for each unit that is not wholly within any player's deployment zone or not wholly within 6" of one of more objective markers, roll one D6: on a 3-4, that unit suffers D3 mortal wounds; on a 5+, that unit suffers 3 mortal wounds.

Call for Reinforcements (Action)

Start: Your Shooting phase

Units: One unit from your army (or from your team's armies, in a team game) that is Below Half-strength.

Completes: End of your turn.

If Completed: Remove that unit from the battlefield and place it into Strategic Reserves at its Starting Strength.

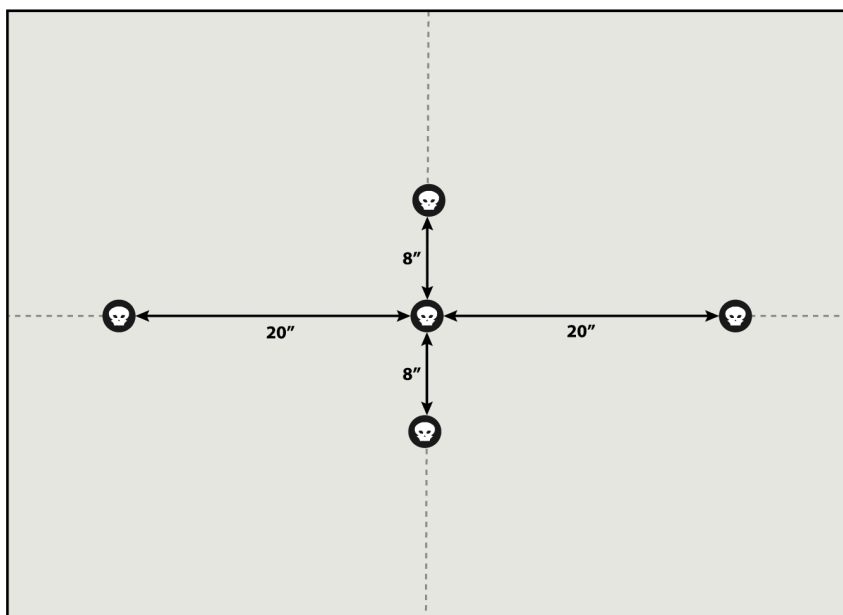
10. MISSION OBJECTIVES

CLEARANCE OPERATIONS

Progressive Objective

At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

At the end of the Command phase (or at the end of turn, in the last turn of the battle), the active player or the team whose turn it is scores an additional 5VP for each objective marker they control that has no enemy units within 3" of it (up to 10VP per turn).



THE END IS NIGH

At this stage, it no longer matters which side unleashed the annihilating powers consuming this world. As indiscriminate as it is overwhelming, the tide of doom rolls over all before it until only a handful of sanctuaries remain. Ferocious, desperate battles erupt as the last survivors of the cataclysm claw at one another to get to safety before they, too, are consumed.

9. MISSION RULES

Enroaching Doom: A Safe Zone extends a number of inches from each objective marker as listed in the table below. From the second battle round onwards, at the end of the battle round, for each unit on the battlefield consult the table below to determine if it is wholly within a Safe Zone, or not within a Safe Zone. If it is not wholly within a Safe Zone, it suffers a number of mortal wounds as listed in the table.

BATTLE ROUND	SAFE ZONE RANGE	MORTAL WOUNDS SUFFERED		
		WHOLLY WITHIN SAFE ZONE	WITHIN SAFE ZONE	NOT WITHIN SAFE ZONE
2	18"	0	D3	D3
3	12"	0	D3	D6
4	8"	0	D6	D3+3
5	6"	0	D6	D6+3

10. MISSION OBJECTIVES

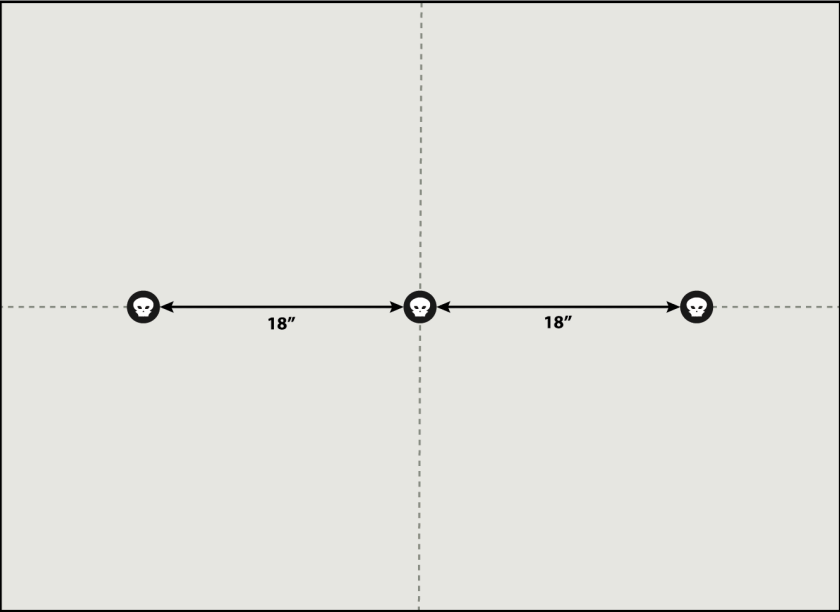
SECURE THE SAFE ZONE

Progressive Objective

At the end of the Command phase (or the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores 5VP for each objective marker they control.

Each time a unit from the player's army that is not wholly within a Safe Zone destroys one or more enemy units in that player's Shooting phase or the Fight phase, that player (or the players' team, in a team game) scores 2VP.

At the end of the final battle round, each player (or each team, in a team game) scores 15VP for each objective they control.



HIGH GROUND

From amidst the anarchy of clashing armies rises a dominant feature in the landscape. Be it a rocky bluff, a towering ruin or some steam-belching agglomeration of machinery, it presents a strategic opportunity. The force that is able to seize this high ground will be able to use their vantage point to rain destruction upon their foes and - with a little good fortune - drive them back.

9. MISSION RULES

High Ground: While a unit is within 6" of the High Ground objective marker, each time a model in that unit makes an attack, add 1 to the Hit roll.

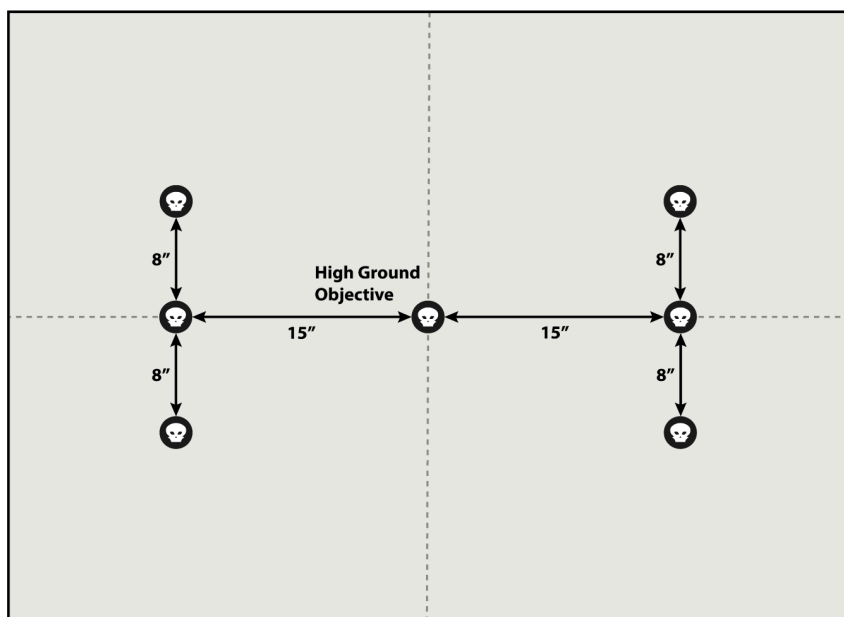
10. MISSION OBJECTIVES

SEIZE DOMINANCE


Progressive Objective


At the end of the Command phase (or at the end of the turn, in the last turn of the battle), the active player or the team whose turn it is scores 5VP for each objective marker they control, other than the High Ground objective marker.


At the end of the Command phase (or at the end of the turn, in the last turn of the battle) the active player or the team whose turn it is scores 10VP if they control the High Ground objective marker.



STRATAGEMS

 3CP	TREACHEROUS OFFENSIVE
	CORE - STRATEGIC PLOT STRATAGEM <i>By striking at the opportune moment, it is possible to not only achieve cunning tactical superiority, but to turn the entire tide of battle.</i>
	WHEN: Fight phase, just after the first unit has fought. TARGET: One unit from your army that is eligible to fight and that has not been selected to fight this phase. EFFECT: Your unit fights next.

 1CP	TREACHEROUS VOLLEY
	CORE - STRATEGIC PLOT STRATAGEM <i>Exploiting the mayhem as multiple armies clash, warriors select targets of opportunity and catch their victims in a murderous crossfire.</i>
	WHEN: End of an opponent's Movement phase. TARGET: One unit from your army (excluding TITANIC units) that is within 12" of one or more enemy units that made a Normal, Advance or Fall Back move this phase or were set up this phase, and that would be eligible to shoot if it were your Shooting phase. EFFECT: Select one of those enemy units visible to your unit: your unit can shoot at that enemy unit as if it were your Shooting phase. RESTRICTIONS: Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers. You can only use this Stratagem once per battle round.

 1CP	DESPERATE VOLLEY
	CORE - STRATEGIC PLOT STRATAGEM <i>As foes emerge from the cauldron of war and surge into battle, surprised combatants do their best to drive the attackers back with hails of hurried firepower.</i>
	WHEN: An opponent's Charge phase, when an enemy unit starts or ends a Charge move, if one or more units from your army were declared as targets of that charge. TARGET: One unit from your army (excluding TITANIC units) that is within 24" of that enemy unit, and that would be eligible to shoot if it were your Shooting phase. EFFECT: If that enemy unit is visible to your unit, your unit can shoot at that enemy unit as if it were your Shooting phase. RESTRICTIONS: Until the end of the phase, each time a model in your unit makes a ranged attack, an unmodified Hit roll of 6 is required to score a hit, irrespective of the attacking weapon's Ballistic Skill or any modifiers. You can only use this Stratagem once per battle round.



1CP

BARGAIN

CORE - STRATEGIC PLOT STRATAGEM

When victory is on the line, desperate or cunning commanders will offer all manner of tactical and strategic incentives in the hopes of gaining some greater advantage.

WHEN: Your Command phase.

TARGET: Your **WARLORD**

EFFECT: You can offer a bargain to one opponent, by stating your requirements (see below), and offering one of the following:

- Any number of CP
- One or more reciprocal requirements (see below)

If your opponent accepts, you lose that number of CP, or commit to that requirement, and they gain that number of CP, or commit to that requirement, and you gain 1CP. If your opponent does not accept, your CP is not spent, but you are considered to have used this Stratagem.

Designer's Note: *Your requirements might encompass all manner of things: a promise that they won't attack your units/a particular unit, or that they will move their units in a particular way or block/open up areas of the battlefield, or that they will help you eliminate a particular target. Get creative, but you cannot require an opponent to do anything the rules do not allow them to do (e.g. they cannot treat your units as friendly units). Note that accepting a requirement does not mean that a player has to follow that requirement: be cautious about who you trust!*



1CP

PROFFER ALLIANCE

CORE - STRATEGIC PLOT STRATAGEM

In the heat of battle, common enemies can forge alliances of convenience with even the bitterest of foes. Of course, such accords rarely last for long.

WHEN: Your Command phase.

TARGET: Your **WARLORD**.

EFFECT: Select one opponent. If that opponent is willing, until your next Command phase or until the alliance is broken (see Break Alliance), you have an alliance: models from that player's army are neither friendly models nor enemy models to your army, and visa versa, and units from that player's army are neither friendly units nor enemy units to your army, and vice versa. If that opponent is not willing, your CP is not spent, but you are considered to have used this Stratagem.



3CP

BREAK ALLIANCE

CORE - STRATEGIC PLOT STRATAGEM

As important as securing temporary alliances amidst the heat of battle is the talent for knowing precisely when to cast off the bonds of comradeship in favour of bloody handed self-interest.

WHEN: Start of any phase.

TARGET: Your **WARLORD**, if you are in one or more alliances.

EFFECT: Select one of those alliances. That alliance is broken.